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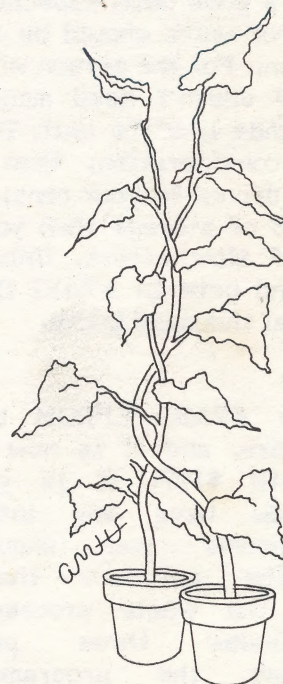
## BAY AREA ATARI USERS GROUP JUNE MEETINGS

The next regularly scheduled meeting of the Bay Area Atari Users Group will be Monday June 7th at 7:00 PM. The meeting will be at our usual location: Dysan, Inc.; 5201 Patrick Henry Way, Santa Clara. We will not have a featured speaker for this meeting. Instead, we will have a business meeting and take care of a long standing objective - adopt a formal constitution and bylaws so that we can move toward becoming incorporated as a non-profit educational organization.

Our midmonth meeting this month will at be 7:00 PM, Tuesday, June 15th at RAC Computer Products in the Silver Creek Plaza shopping center in San Jose. The address is 1759 E. Capitol.

CLYDE

ATARI 400 - 32K





## New stuff for the ATARI

### DISK DRIVES

We now have three third party mini-floppy disk drives to choose from. The Percom and the MPC drives, you have already seen in this newsletter. The newest entry to the field sounds quite good. It is the LEADING EDGE drive. It is being sold by the Smalls, who you may remember from their articles on the ATARI in COMPUTE magazine. The LE drive is available thru the month of JUNE at \$950 for the first unit. This includes all cables and software necessary to just plug it in and use it. There is a controller cage with several card slots for other drives or accessories, and it must be a true parallel drive, as the Smalls claim it runs 8 times faster than the 810. Single or double density data storage, Atari DOS compatible.

The cost to members of a User Group, thru the month of June, is reduced by \$80, and the User group will receive a cash rebate of \$20, for each drive purchased by a member. \$300 is required as a deposit with each order.

This sounds like a good unit, especially as the cost of the further units should be low, as in the Percom system. For the person who wants a FAST floppy and doesn't need megabytes of storage, this sounds like the unit. If speed is not a primary consideration, then add the Percom and MPC drives to your considerations. If you need LOTS of storage then you have to start thinking of Winchesters. Unless Xebec gets organized and gets an ATARI DOS going, that means several thousand bucks.

### EPROM BURNER

MPC showed an ATARI EPROM burner at the Computer Faire, and it is now available at from \$150 to \$199. It is very easy to use. If you have any interest in programming eproms you should give it a look. The software that comes with it makes the whole process trivial. It also includes three personality modules allowing the programming of 2516, 2716, 2532, and 2732 eproms. For those of you who are not familiar with these the first two are 16K bit or 2K byte chips and the last two are

4Kbyte chips. The latter would allow the user to make up an 8K cartridge for the 400 or 800. In the 800 two cartridges can be used so you could, if desired, put a 16K program into cartridges. it takes a little less than two minutes to program a 2K byte chip.

### ATARI BBS'S AND THE PROGRAM THEREFORE

There are now two local ATARI BBSes. The first one to come up is supported by the Grafex Corporation in Cupertino, who sell only ATARI products. Their phone is (408) 253-5216. The newest one is the Unofficial Atari BBS. The number is (408) 942-6975. The sysop is Andy Soderberg who has been doing some work, helping Earl Rice, to get the BBS program polished up. The program these BBSes run was written by members of the MACE user group, and as soon as it reaches it's "final" form, will be sent out to each User group which is registered with ATARI. It is a public domain program and will be available to anyone who wants to set up their own BBS system. The U.A.BBS uses an 800 and 3 Atari drives, but it would seem that a full house, 48K 400 with one or two of the Leading Edge drives would be the hot combo.

A problem with the ATARI for a BBS machine, is that it can't access the modem and the disk drive, simultaneously. This means that a FAST operating drive is a definite asset as it cuts down the perceived lag between the user entering a command and the return of info from the drive.

Available now, as a download from each of these BBSes, is the AMISTERM program, which was also done by MACE. It allows you to up and download any LISTed program. (If they can come up with a way to transfer machine language, they'll really have something going for us.) There are several programs now on the UABBS. Both systems have message board functions, user list, scan and the other usual BBS functions. The UABBS has a chat ode which lets you type to the SYSOP, when he is available. UABBS is presently up in the evenings and on weekends, with plans to go 24 hr. soon. while the Grafex board is up 24hrs.



For those of you with modems, who may not have these, here is a list of BBS numbers in the 408 dialling area.

UABBS 942-6975  
Grafex 253-5216

Oxgate CPM after 6PM 287-5901  
Oxgate 2 CPM (ringback) 263-2588

PMS Campbell (Databank) 370-0873  
PMS Santa Clara 554-9036

CE Networks 227-0227

LBBS Campbell 378-3713  
LBBS San Jose 997-6148  
LBBS Sunnyvale 735-8181

Bullet 80 241-0769  
Crisis Timeshare 727-1640

The logon procedure for most of these BBSes is simply to dial the number, put the phone in the modem (if yours is acoustic) and follow the prompts. The Crisis Timeshare BBS is a little different as it requires you to type a ^M ^M ^J sequence, and then when it prompts you to log on, type hello-b200,,4. Then follow the prompts. Crisis is also the only one which has more than one port, i.e. more than one person can log onto it at once, and it has a chat function which lets you communicate with others who are logged on at the same time as yourself.

The CPM boards allow up and download of machine language programs if you have the ATARI.CPM program. This is a public domain program which is available on the CPM boards or on the UABBS.

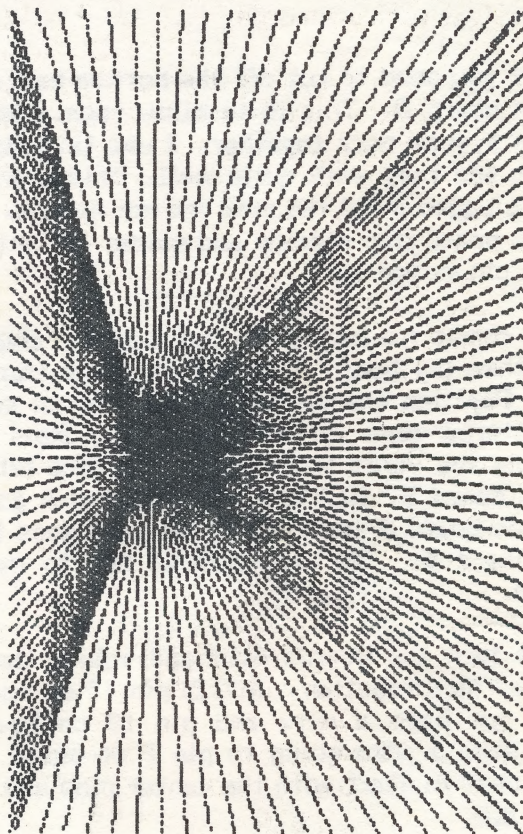
#### MORE ON ATARI fig-FORTH 1.4

The most recent disk has documentation for some of the words included on the disk. I would appreciate it if anyone who is using this disk would send me their comments and suggestions for improving and adding to the system documentation. I would like to eventually make this disk available thru the club as a two disk package, with one disk being a tutorial approach to FORTH, leading the newcomer into FORTH in a step by step fashion.

There is obviously a lot of interest in FORTH in ATARI circles as I have given out at least 50 copies of this disk locally, and 15 copies across the U.S. Please somebody out there, how about a series of articles on the subject for the newsletter.

#### SPEAKING OF THE NEWSLETTER

I have not gotten any submissions for the newsletter in TWO MONTHS. This month's newsletter is all OLD submissions and word from your pres. and ex pres. We need some new people who can write short articles and/or programs for the newsletter on a relatively regular basis. There must be someone out there who can afford 2-3 hours a month to write a short 1-2 column article about some facet of programming or hardware. Don't hesitate because someone else has already written something on a particular subject as there are always new people picking up the newsletter, and everyone has a different way of explaining things. YOU may be just the one who can explain strings in such a way that a particular reader can understand them for the first time.





## ATARI 400 UPGRADE

I am going to show you how you can upgrade an Atari 400 to 32K for less than \$50. First let me say this will void your warranty. If your Atari 400 is over 90 days old this is of no concern. To upgrade to 32K only takes wiring two 16K boards together. It is OK to use a tin-lead board because you will not be plugging it in. You will need the following parts: 2 16K boards (one is in your system now), 30 feet of 22 guage wire, soldering iron, solder, tools, silicone rubber, and electrical tape.

The first step is to disassemble the 400. Be sure to remove any cartridges and unplug the power supply plug. Be careful when you unplug the keyboard. Remove the 16K memory board and put everything else in a safe place.

The next step is to wire the two boards together. Start with the board that will be plugged in. This should be a gold plated board. I will call this board A and the other board B. Lay it (board A) chip side down. The pins are numbered A to Z from right to left (G,I,O,Q are skipped). Solder a 7 inch wire to the very top of all the pins except M,N,R,T and U. Make sure you keep the solder at the very top of each pin. You can also follow the trace and solder each wire somewhere else.

Next you need to cut off the bottom half of the pins on board B. This is to allow room when you put the system back together. I use tin snips for this job and they work quite well. This board will not be plugged in so the pins are not needed. Next lay this board chip side up and solder a 7 inch wire to each pin except 18.

Now comes the hard part. Lay board A chip side down, then lay board B on top with the chip side down. Position the boards where you can see all the lettered pins on both boards. Now start soldering the wires from board A to like lettered pins on board B. NOTE: pin P on board A goes to pin 18 on board B and pin S on board A goes to pin U on board B. Be very careful not to make a mistake.

Next turn the boards over and solder the like numbered pins together. NOTE: pin 18 on board A should not have a wire and pin 18 on board B should have a wire going to pin P on board A. I find it best to start with the center pins and work my way out.

The next step is to test it out. Do this before you put the system back together. Plug board A into the memory slot with the chips to the back. Plug the keyboard and all the other boards back together. Install the basic cartridge and plug the power in. You will have to defeat the interlock. Do a PRINT FRE(0). It should come back with 29xxx. Next try loading a program that uses graphics mode 8. If you have a problem with one of the above, go back and check your work.

The final step before putting everything back together is to attach the two boards together. On the chip side of board B use silicone rubber and build up about 4 places that are twice as high as the chips. This will prevent the two boards from touching and short circuiting. Allow this to dry for 12 hours. Using the electrical tape, tape all of the pins and the back of board B. Now, tape the two boards together (don't get tape on the chips on board A).

Now put every thing back together. Get some software that uses all 32K to check out every thing. If you have any problem understanding this or need some help just talk to me at the next meeting. I will be glad to help any way I can.

**CAUTION:** When soldering wires to the pins on board A be VERY careful not to get the solder on any part of the pins but the very top. If you get solder where the pins make contact with the mother board you will have troubles. If you are not GOOD with a solder iron it may be best to solder to the traces.

**NOTE:** You may have a better way to put the boards together. The only caution is to prevent any shorts and remember that the RAM chips get very hot. If you think your way is better I would like to hear about it.

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## BiT-3's FULL-VIEW SCREEN DISPLAY FOR THE ATARI

Hidden away on the far side of row 17 at booth 1712 the BiT-3 computer Corp. was featuring a FULL-VIEW 80 tm 80x24 Card for the Atari 800.

The Company has been supplying the Apple version of the 80x24 character Card for two years. They felt it was now time to diversify and develop a 80x24 card for the Atari 800. The Company had been working on the Card for several months, not being certain if it would be ready for the Fair they didn't list it in the Fair program. Thus, its presence was a surprise discovery.

The Atari version can display 80 characters per line and still retain the standard Atari 800 forty character text and graphics operating modes. It provides professional quality 8x10 cell size character set containing full-lower case descenders as standard. It uses a 2716 EROM to produce 128 characters. The standard character set contains upper and lower case ASCII characters plus line drawing graphics suitable for creating business forms on 80x24 screen. Custom user designed character sets are available by reprogramming the EROM character generator.

The FULL-VIEW 80 installs in the rear open RAM slot. It will work with any Atari 800 RAM configuration, with or without a Disk Drive.

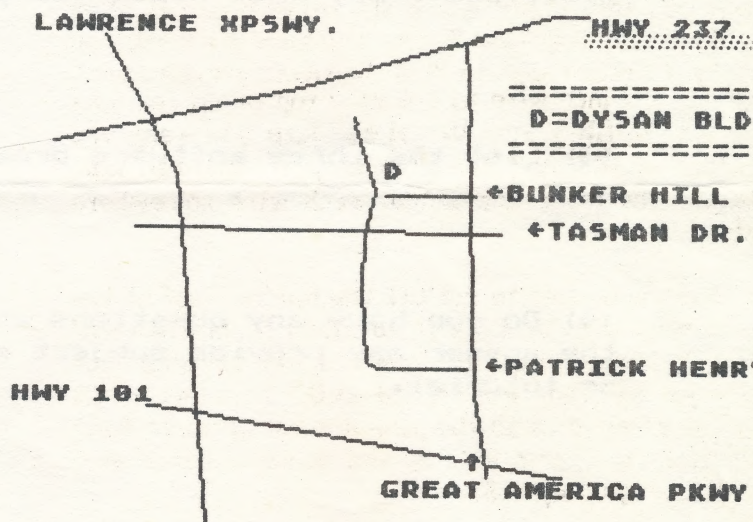
It requires 80-Column Software such as: Letter Perfect tm word processor program from LJK ENTERPRISES, an 80-Column assembler (EDIT 6502 tm) or an 80-Column data base Manager. (DATA Perfect tm) will soon be available in the new 80-Column versions from LJK ENTERPRISES.

It also requires the use of a Video monitor to display the 80 characters per line. A TV set will not display 80 characters. That number makes it too dense to use on a TV. A 13" to 15" screen would be best.

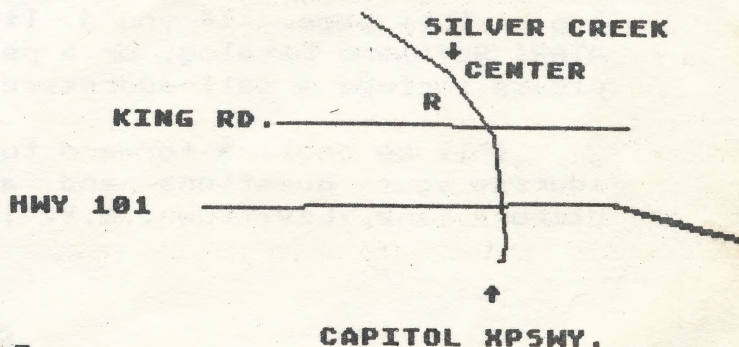
Connection between the FULL-VIEW 80 and the Computer is made thru a 3 wire lead ribbon. One wire is ground, the 2nd Video and the 3rd is for the Video Input. It plugs into the Video plug on the Atari 800. Thus you can have your 40 character display on the screen, Also, when you turn on your 80 column Card it switches over to the 80 column board. You plug your monitor cable into the outlet plug from the Card.

The BiT-3 FULL VIEW 80 will be available in most Computer Outlets soon. The regular retail price will be \$349.00 It was being offered at \$ 262.00 as a Computer Fair special. For more information one can write to: BiT-3 Computer Corporation: 8120 Penn Ave. So.-Suite No. 548, in Minneapolis, Minn. 55431 Tel: (612) 881-6955

Howard G. Cornelius



R=RAC Computers





## BAY AREA ATARI USER GROUP

May 10, 1982

To: ATARI User Group Members

From: Jerry White

Please answer a few questions for me. This will help to establish the wants and needs of ATARI computer owners, and provide subject matter for articles I will submit to your club's newsletter.

(1) I write tutorials and reviews for magazines and club newsletters. When I write for your club's newsletter, what would like me to write about?

(2) If you could have a program written to your specifications, what would the program do?

(3) List the three software products you use most often.

(4) Do you have any questions about ATARI BASIC. If so, the answer may provide subject matter for a future article or tutorial.

(5) If you have any of my software, let me know what you think of it.

Please indicate the name of your user group at the top of this page. If you'd like a copy of my personal ATARI Software Catalog, or a personal reply to a question, please include a self-addressed stamped envelope.

I'll be looking forward to hearing from you. Please address your questions and answers to Jerry White, 18 Hickory Lane, Levittown, N.Y. 11756.



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All articles are written and donated by members. Opinions expressed in this publication are those of the individual author and do not necessarily represent or reflect the opinions of the Bay Area ATARI Users Group as a whole or any other commercial or non-commercial organization.

## Deadline

Newsletter submissions must be in by the third Tuesday of each month. If the material is not of a time dated nature, it may not be published in the newsletter of the following month. The editor reserves the right to decide if articles and programs shall or shall not be published in a given month.

Please submit articles camera ready, typed or printed in 3 1/2 inch columns. Mail to "EDITOR" at the correspondence address.

Subscriptions (which include Group membership) are \$12 per year and entitle you to 12 newsletters. Single newsletters are \$1.

## PROBLEM HOTLINE

EVENING	CONTACT	PHONE NUMBER	SPECIALTY
MONDAY	Robin Ziegler	408-438-6879	FORTH & Assembly
TUESDAY	Chris McAfee	408-258-8442	Hardware
WEDNESDAY	John Crane	408-268-7317	Basic & FORTH
THURSDAY	Paul Conrad	408-226-7676	Basic
FRIDAY	Skip Inskeep	408-251-5517	FORTH
SATURDAY	Bob Burkhalter	408-856-1893	Disc I/O
SUNDAY	Hans Hansen	415-490-0175	DOS I & II

Please call only between 7 P.M. and 9 P.M. on the night the individual is listed as being on call. If you can't get an answer try one of the club officers.





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